

TENNESSEE DIXIE YOUTH BASEBALL CLASS A

This is a subdivision of DIXIE YOUTH MINOR LEAGUES with maximum tournament playing age six (6) for CLASS A.

All rules not specifically covered below will be regular DIXIE YOUTH BASEBALL and/or National League Baseball rules. These rules are for Local League and Tournament play.

1:00- THE PLAYING FIELD-EQUIPMENT

- 1:01 The Pitching mound may be flat or up to six inches (6") above the level of home plate.
- 1:02 The Player-Pitcher is required to wear a face guard with or without a batting helmet while playing this position.
- 1:03 The Catcher must wear all normal protective equipment, including cup.
The Catcher may play anywhere behind home plate.
- 1:04 Baselines shall be 60 feet.
- 1:05 (Local League Option) A batter's helmet with a face guard must be worn by the batter, on deck batter, all base runners and player coaches in the coach's box. (Batter's helmet is required.)

2:00- DEFINITIONS OF TERMS

- 2:01 "Pitching Circle" is a circle approximately twelve feet (12') in diameter, around the center of the mound or pitcher's slab.
- 2:02 "Coach-pitcher" is the offensive Coach who pitches to the players on his team.
- 2:03 "Player-pitcher" is the defensive player playing the pitching position, except he does not pitch to the batter.
- 2:04 A "bunt" is defined as an obvious attempt by the batter to bunt the ball, including but not limited to the normal squared around stance.
- 2:05 Each team while on defense will be allowed two time outs. Requesting a third time out will be denied by the umpires. **EXCEPTION:** An injury time out will not be counted as one of the time outs.
- 2:06 Each team will be allowed one offensive time out per batter by the Coach Pitcher. A second time out to the same batter will be denied by the umpires.

3:00- THE GAME, GENERAL

- 3:01 Twelve (12) players will be allowed in the lineup on defense.
- 3:02 An inning will consist of three (3) outs or seven (7) runs.
- 3:03 A continuous batting order will be used.
- 3:04 Six (6) outfielders will be at least twenty feet (20') behind bases. A chalked or painted line may be placed at twenty feet to define where the outfields must play before the ball is hit.
- 3:05 If playing with less than 12 required players, the team will have the required six (6) infielders with the remaining players playing the outfield positions.
- 3:06 Only the manager shall represent or speak for the team.

4:00- STARTING, DURING AND ENDING THE GAME

- 4:01 There will be no:
 - (A) "Infield Fly" rule in effect;
 - (B) Walks;
 - (C) Base stealing;
 - (D) Called-strikes (Exceptions- see "Bunts" below);
 - (E) Bunts. Penalty- if the ball is hit, Batter is out, and the ball is dead. If the ball is not hit, a called-strike.
- 4:02 Time limit is local league option. All tournament games will be played to conclusion. Exception: (Run rule).
- 4:03 Any time after four (4) complete innings, a fifteen (15) run lead limit will apply, and the game will be called at the end of that complete inning (or upon reaching the 15 run lead, if it is the Home team leading).

- 4:04 Coaches will be limited to the Coach-pitcher, a Dugout coach, and two (2) Base coaches. *Class A may have one (1) coach in the outfield (Local League Option) regular season play, but NO coach in outfield in tournament play.* Base coaches may be either adults or players.
- 4:05 In tournament play, any protest will be handled by the tournament director. If not resolved, the FINAL decision will be made by the District Director and/or Assistant State Director.

5:00- LIVE BALL AND TIME OUT

- 5:01 The ball will be declared dead when the lead runner is stopped or abandons any effort to advance further. A play on any other runner will release the lead runner if the ball has not been declared dead.
- 5:02 When a player is struck by a thrown or batted ball and in the opinion of the Umpire the impact of the ball striking the player is sufficient enough to injure or incapacitate the player, the play will cease. At that point, immediate attention will be given to the injured player, all runners will advance to the next base, and then the play will be resumed by the Umpire.

6:00-THE BATTER

- 6:01 Each batter will be allowed three (3) strikes or five (5) pitches before being called out; however, a batter will not be called out on a foul ball (even though it is the 5th or subsequent consecutive pitch) unless it is caught by a defensive player.
- 6:02 After one warning per game, per player, for slinging the bat, the batter will be out, a dead ball called, and no runners advance.

7:00-THE RUNNER

- 7:01 When the ball is declared dead, the following runners will be allowed the next base if it is unoccupied. Time will be called or the ball will be declared dead, by stopping the lead runner.

8:00-THE PITCHER

- 8:01 An offensive coach will pitch to his own team. He may pitch in any manner-overhand or underhand. This person will be referred to as the "Coach-pitcher."
- 8:02 In Class A the coach-pitcher shall pitch from a **standing position only** and from any distance along a straight line from the center of the mound or pitching slab to home plate.
- 8:03 The coach-pitcher will make every effort to go to the Designated area off the field after the ball is hit. Interference will be called at the discretion of the umpire.
Penalty: Intentional-Batter is out and the ball is dead.
Unintentional: Ball is dead and the pitch replayed.
- 8:04 The Player-pitcher must have at least one (1) foot completely inside the pitching circle and not be any closer to the batter than even with the pitching rubber or a straight line drawn across the circle at the pitching rubber distance at the time of the pitch. The player pitcher cannot leave the circle until the ball is hit. **Penalty:** The offensive coach has the option of accepting a hit or taking a no pitch.
- 8:05 If batted ball hits coach pitcher it will be a dead ball – no pitch.
- 8:06 The Coach pitcher cannot leave the mound and return to the mound during the same inning except for an illness or injury.
- 8:07 Tournament pitching rules (VII) do not apply to the player pitching position.
- 8:08 The coach-pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she can not coach the runners. **PENALTY:** A warning will be given for the first offense and he/she will be removed from the mound to the dugout for the remainder of the game upon the second offense.

APPEAL PLAY ADVICE

A simple procedure to teach and follow:

When time is OUT manager will make appeals for 5 & 6 year olds.

All District Directors, after drawing tournament brackets for round-robin, sub-district, and district tournaments, must send the State Director a copy of all brackets and tournament fees.

In keeping with Dixie Youth Baseball Policy, we strongly recommend background checks on coaches, umpires, and anyone connected with the teams. We will not allow anybody who has child abuse charges to be associated with any team.

If you have teams coming into your park to play, make sure they have insurance or that your park insurance covers them. No team will be allowed to take the field at a tournament or play without proof of insurance.

ALL managers and coaches must have a (1) **concussion training certificate** and a (2) **cardiac arrest certificate** included in their tournament paperwork. **(one internet source is up.cdc.gov)**. This requirement is for Round-Robin, Sub-District, District, and State tournaments. This must be done prior to their first tournament game. **PENALTY:** Not allowed to manage or coach the team until this requirement is met.

The State Board recommends that if you have a **female** on your team to at least have an adult female sitting in the dugout.

Updated & sent to be added to
DYB website January 2020